

**LEGO® MINIFIGURE: NINJA COLE + CYBER HAMMER!**

**LEGO**

**NINJAGO**

↓ **LEGO® PACK!** ↓



**COLE**

With Cyber Hammer and Katana!

**WOW!**

**THE COOLEST RACER!**



**SECRET MISSION!**

Can the ninja complete the hidden quest?



**AMAZING COMIC!**



**NINJA CARDS!**



**IMMEDIATE MEDIA**

ISSUE 62  
UK: £3.99 AUS: \$9.99

Warning!  
Choking hazard.  
Small parts.



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# PRIME EMPIRE

## THIS SEASON ROCKS!



Gaming time! The ninja unveil the plans of **The Mechanic** – a harmless, low-class villain who's suddenly more dangerous than ever. Surely a force bigger than him has to be behind this? What role does the old video game **Prime Empire** have to play? Jay can't wait to dive into a world of gaming, but beware – this time, 'game over' has serious consequences.

## VILLAINS OF A VIDEO GAME WORLD!



Don't mess with Prime Empire! In the game, the **Rats** try to make life seriously difficult for gamers. The real danger comes from the very cool-looking **Red Visors** – they're programmed to wipe out gamers! The **dangerous Unagami** has to be behind all of this, but what exactly is an Unagami? Find out in this season of **LEGO® NINJAGO®**!





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## GET IN TOUCH!

Questions or suggestions? Write to us:  
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Vineyard House, 44 Brook Green, London W6 7BT  
Or email: [LEGO.NINJAGO@immediate.co.uk](mailto:LEGO.NINJAGO@immediate.co.uk)

## 2 COOL POSTERS



## FIND THE PIXEL CHICKENS!

The Pixel Chicken is up to no good again in the Prime Empire! It's hiding on pages that show a chicken instead of a page number. Find it!

## COMIC PAGE 10 & 22



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**+ HAMMER POWER**

**+ WEIGHT**

**STRENGTH**

# COLE



I'LL HIT  
THE VILLAIN, ER,  
BANG ON THE  
HEAD!

**BONUS  
KATANA**

## MASTER OF EARTH!

Just like Jay, **Earth Ninja Cole** loves **video games** and wants to crack every high score. The only things that bother him are low-calorie power-ups instead of tasty snacks. Oh, and those evil villains!

## ARMED:

### CYBER HAMMER!

Only **ninja Cole** has the **strength** to carry this **mighty tool**! Its size and weight makes it perfect for flattening bad guys!

**+ POWER**

**+ MUSCLES**



## 1 HEAD - 2 FACES



OH, YEAH!  
GIVE ME THAT  
GIANT CAKE!

WHAT, YOU  
CAN'T EAT  
DIGITAL CAKE  
FOR REAL?  
WHAT A SCAM!





# CAVE SLALOM!

Cole is challenging you to a race, but beware – he is in his element and that makes it more difficult. Trace a pencil along the cave without touching the walls and collect at least one bone on the way.

ARE YOU AS FAST AS I AM UNDER THE GROUND?

START

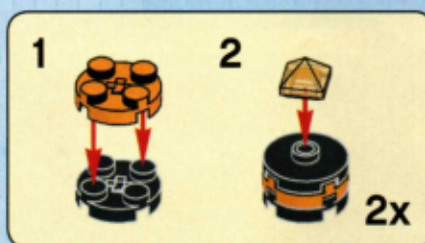
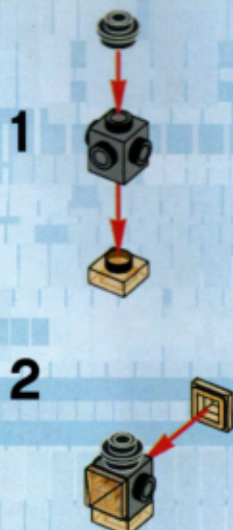
FINISH

1 NINJA RANK POINT!

## INSTRUCTIONS:



2



3



4





## CHAT CHAOS!

Cole escapes from the cave and finds himself in a digital mess!  
Can you help him match the speech bubbles with the right people?  
Write the number of the sentence next to the correct person!

☐ RICHIE

1

I love video games. Whenever I play,  
I always have to sing a song.

15:45

☐ KAI

2

At your command, Unagami. I'll  
get the ninja with my blaster!

16:01

☐ LLOYD

3

I'm burning for action and  
my opponents see red!

16:06

☐ NYA

4

I'll serve the heroes some  
food that bites back!

16:15

5

My green friend and I are really cool  
surfer dudes and we love cheese.

16:20

☐ RED VISOR

6

My opponents keep a low profile,  
but I will still poke holes in them!

16:21

7

Being a hero runs in my family.  
Exceptions prove the rule.

15:45

☐ OKINO

8

I guide players through Prime Empire,  
but I'm not a player myself.

16:21

☐ SUSHIMI

☐ JAY

COOL, COOLER, COLE!

Did you notice? Cole is hiding in three different  
costumes on this page. Circle all three Coles!

2

NINJA RANK  
POINTS!



# PIXEL PANIC!

PUZZLE

The ninja are going full throttle and knocking the digital villains off their feet. Pixels are flying everywhere! But the action has led to a malfunction, and the picture on this page contains ten errors. Compare it to the error-free picture on the next page, then circle all the errors here!

*This way to  
the right file...*

**WRONG!**



## Bonus mission!

1. Sushimi is throwing sushi around wildly. How many are there on this page?
2. One villain attacked the ninja twice. Which one was it?
3. The symbols of two ninja are flying across the page. Which ones?
4. To win, you have to find the key-tana. Where is it?



# PIXEL PANIC!

**For pros!**

Experts manage  
to find all ten errors  
with just three turns  
of the page.

The ninja are speeding to the finish and the villains are flying everywhere!  
There are no errors on this page. Compare the picture on this page with  
the one on the previous page and circle all ten errors.  
Don't forget to do the tricky bonus missions. Do you  
have the makings of a champion gamer?

**3**
**NINJA RANK  
POINTS!**
**RIGHT!**


## Your answers:

1. Number of sushis:
2. Double villain:
3. Ninja symbols:  
Ninja 1:  &  Ninja 2:
4. Key-tana found:

Answers on page 34.







THE NINJA ARE PREPARING  
FOR PRIME EMPIRE'S EPIC  
SPEEDWAY FIVE-BILLION RACE...

NO  
PROBLEMO! WHEN  
LLOYD GETS HERE WITH  
RACER SEVEN, THESE  
BABIES WILL BE TUNED  
AND READY!

HOW ARE  
YOU GETTING  
ON WITH YOUR  
VEHICLES,  
GUYS?

**MORE  
GAMES!**

THE WIN  
IS AS GOOD AS  
OURS! VICTORY SHOULD  
EARN US OUR SECOND  
KEY-TANA, SO WE CAN  
CONTINUE THE SEARCH  
FOR UNAGAMI!

SORRY  
TO PUT A  
DAMPENER ON  
THINGS, BUT I'M  
NOT SURE YOUR  
CHANCES ARE  
THAT GOOD.

I KNOW  
THIS RACE, SO  
I KNOW YOU NEED  
PERFECT VEHICLES  
TO WIN IT.

AND  
WE'RE STILL  
MISSING PARTS!  
MY RIDE NEEDS  
A STEERING  
SYSTEM...

...JAY'S  
RACER IS  
STILL MISSING  
A CANNON...

...AND  
THE THRUSTERS  
ON LLOYD'S BIKE  
JUST DON'T HAVE  
ENOUGH JUICE.



SO? LET'S JUST BUY THE PARTS FROM THE SKILL TREE!

THE SKILL TREE IS FOR PLAYERS, NOT VEHICLES.

BUT WE CAN EARN SOME NEW PARTS IN HIDDEN LEVELS.

HIDDEN LEVELS? AWESOME NINJA ARE PERFECT AT HIDING!

THEY'RE NOT REALLY HIDDEN, MORE LIKE TRAINING LEVELS. MOSTLY FOR OLD GAMES LIKE SHURIBALL, BRAWL STARS, NINJA-RACER 5...

CLASSIC GAMES? OKAY, YOU'VE CONVINCED ME... WHERE CAN WE ACCESS THESE LEVELS?

I CAN SHOW YOU. LET'S GO!

A SHORT TIME LATER, IN THE GAMER'S MARKET...

SHURIBALL IS HIDDEN IN THIS ARCADE. I'LL ENTER THE CHEAT TO UNLOCK IT, THERE, IN YOU GO!

TRY IT! JUST GO STRAIGHT THROUGH!

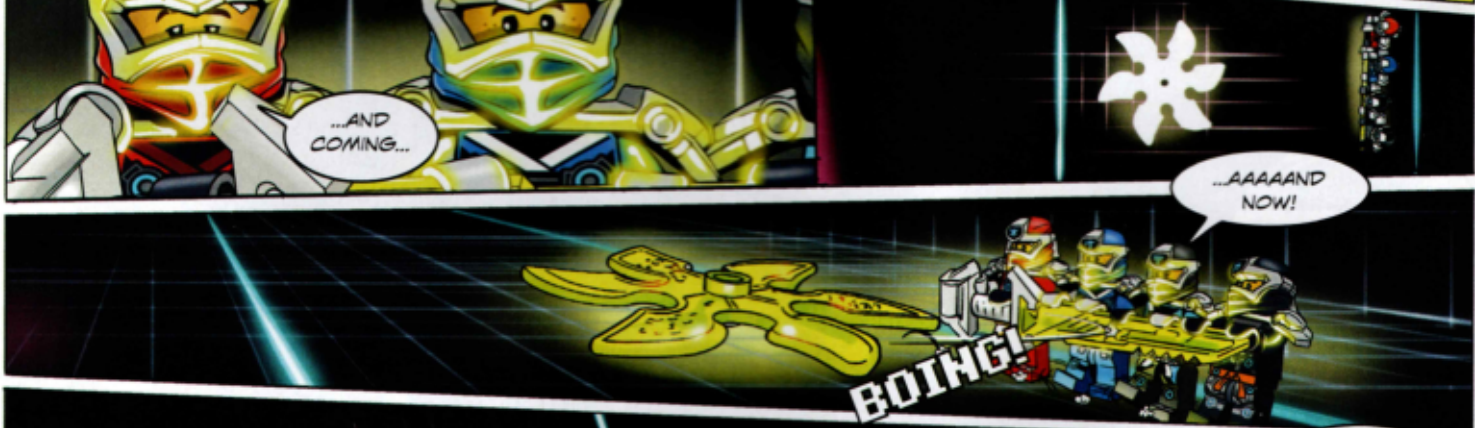
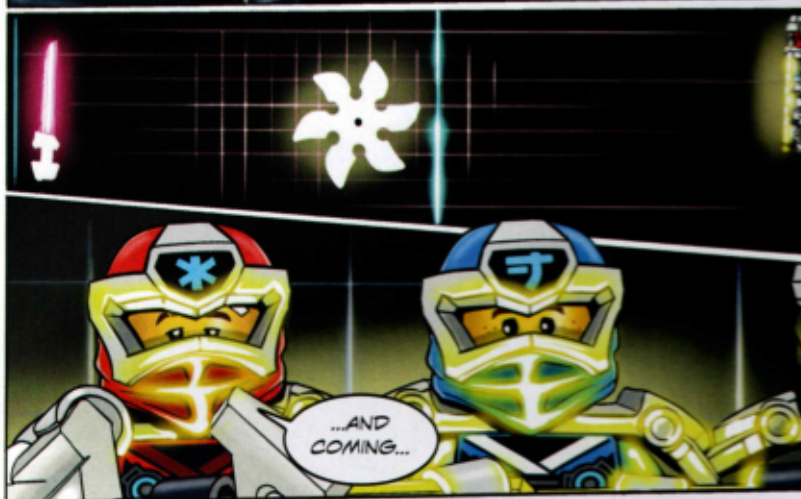
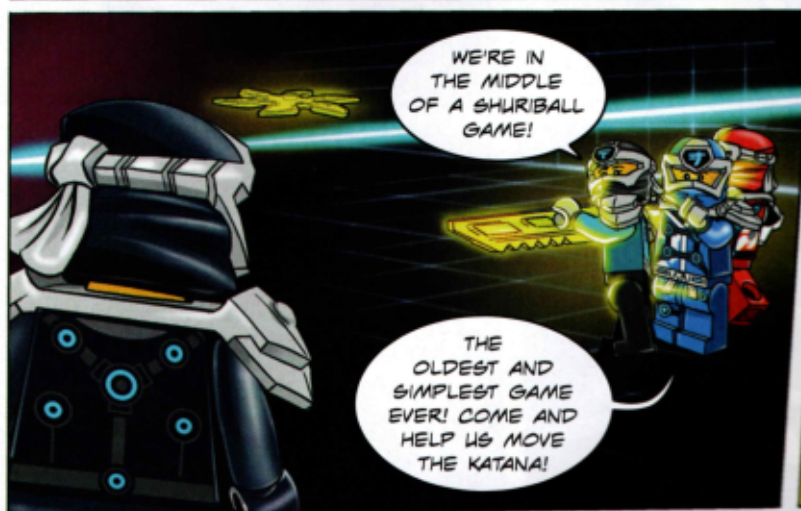
?!

TAP! TAP!

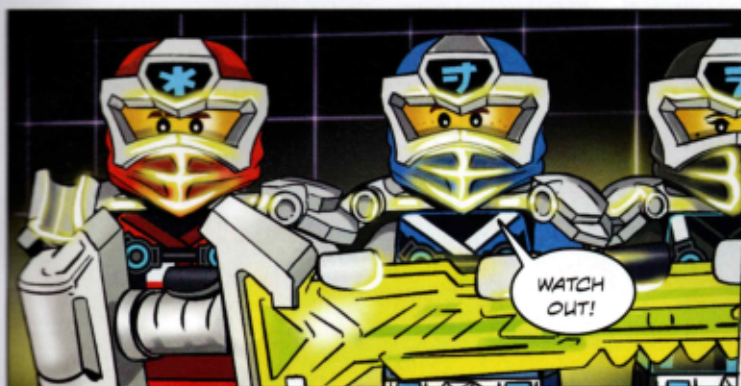
ZUP!

ZRSH!









WATCH  
OUT!



THE ONLY  
THING WE NEED  
TO WATCH OUT  
FOR IS THAT WE  
DON'T FALL  
ASLEEP!



I'VE HAD  
ENOUGH OF THIS!  
STEP ASIDE! I'M GOING  
TO PUT A STOP TO THIS  
SNOOZEFEEST!



TAKE  
THAT!

FINALLY,  
SOME  
ACTION!

WHIZZ!

BOON!

AND  
THIS TIME  
WITH SPIN!

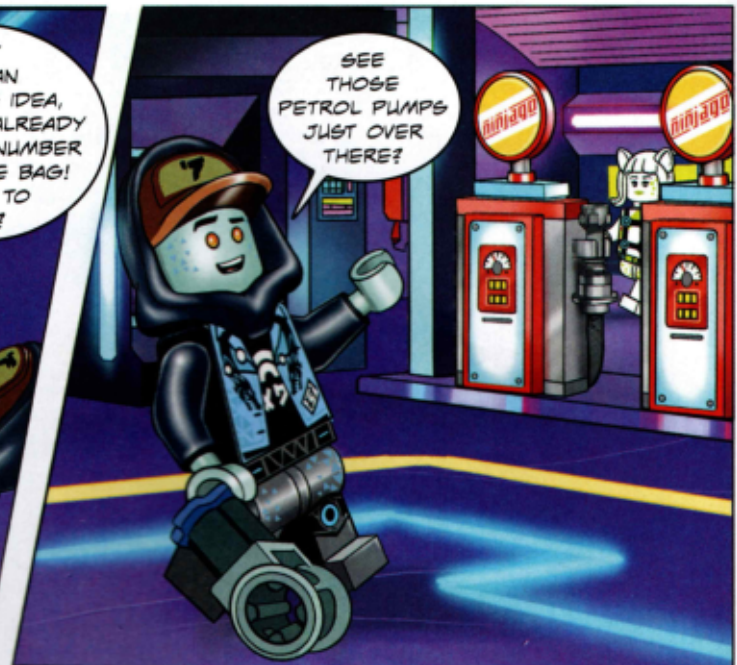
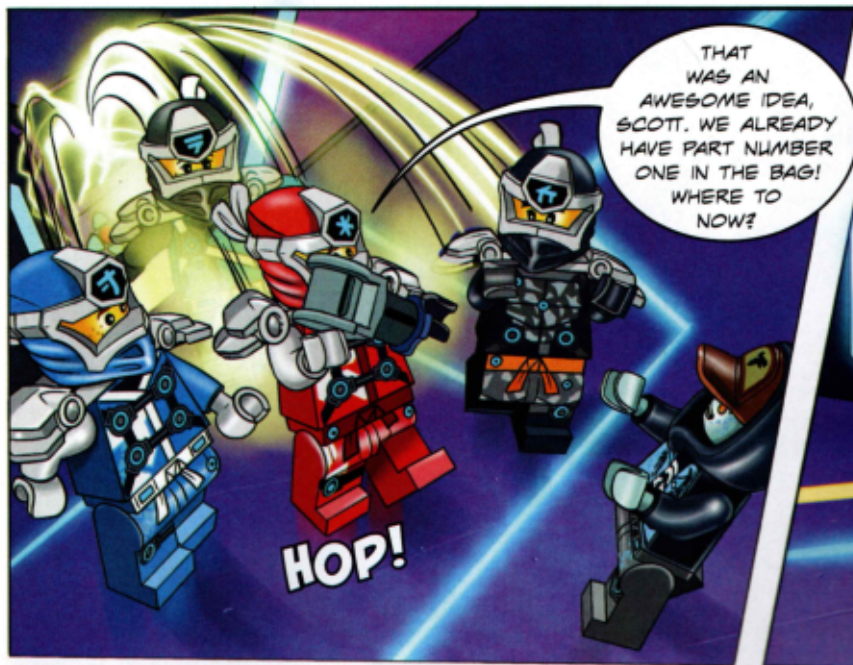


WHOOOSH!

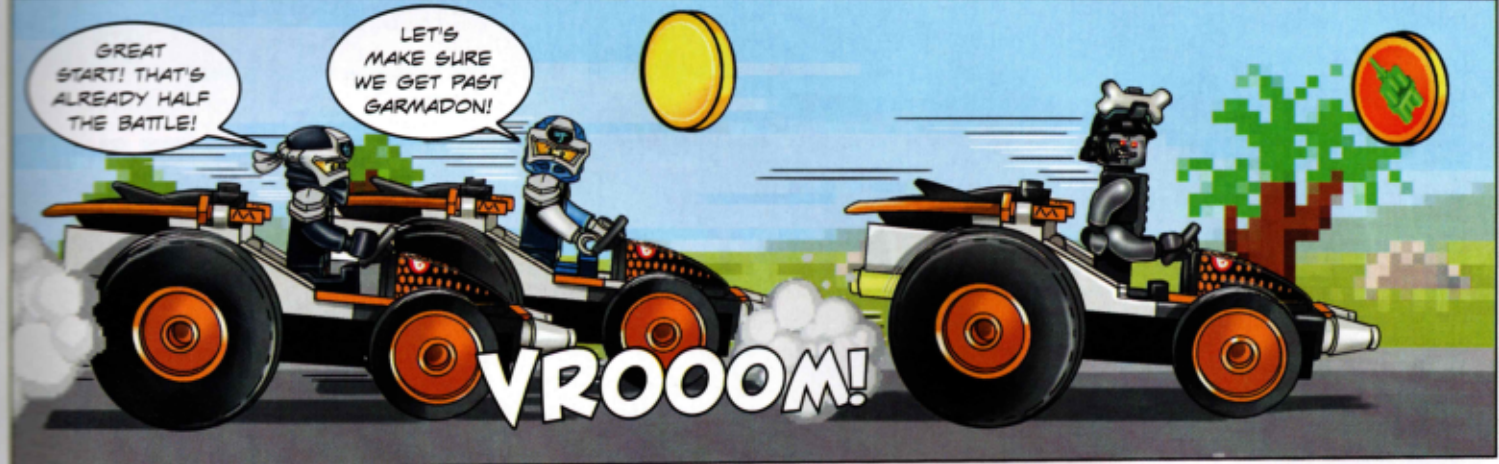
WIN!

WE  
DID IT! HE  
COULDN'T  
BLOCK IT!









GREAT START! THAT'S ALREADY HALF THE BATTLE!

LET'S MAKE SURE WE GET PAST GARMADON!

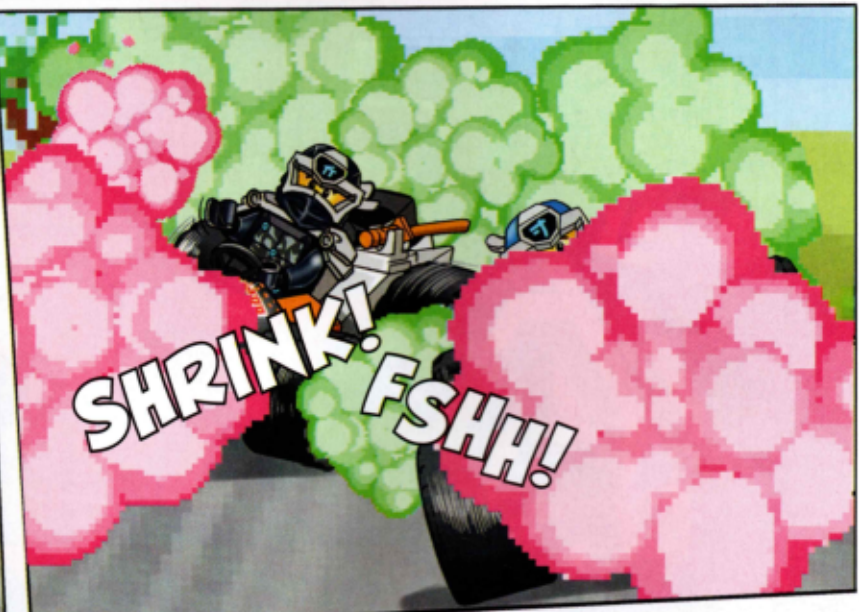
**VROOOM!**



WATCH OUT, HE'S TOSSING DYNAMITE OUR WAY!

TWO AT ONCE! ALL THOSE ARMS MAKE IT EASY...

**VROOOM!**



**SHRINK! FSHH!**

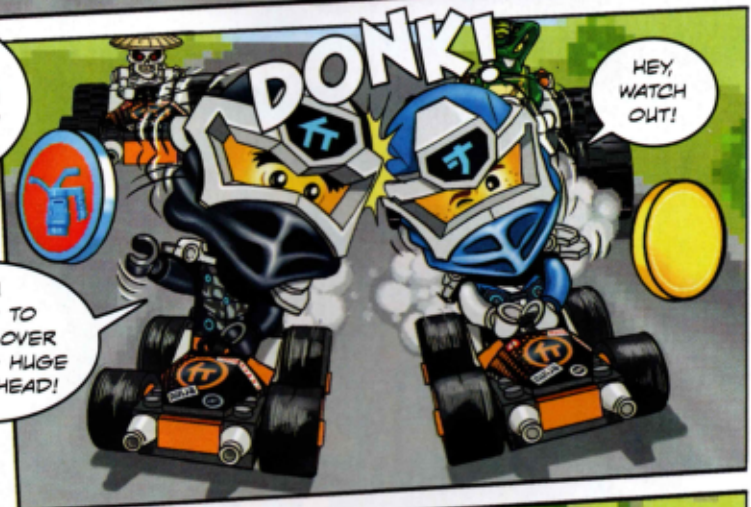


OH MAN, THAT WAS A SHRINK DYNAMITE!

AND THE OTHER ONE WAS A GIANT-HEAD DYNAMITE!

I'M GOING TO TOPPLE OVER WITH THIS HUGE MELON HEAD!

**BSSSSSSSS!**



**DONKI!**

HEY, WATCH OUT!



**ROUND 2!**

YEAH! FINALLY, A DIFFERENT SECTION OF TRACK!

AND THE EFFECTS OF THE DYNAMITE ARE WEARING OFF, TOO!

入回出テラ  
2

20 8 6 10



# TRICKY RAT RACE!

Due to a glitch, Jay has travelled to another level. Now he must dash to the key-tana to return to the race. But Richie and Hausner want to get there, too! **Grab a pencil and draw in the three paths!**















# NINJAGO



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NINJAGO

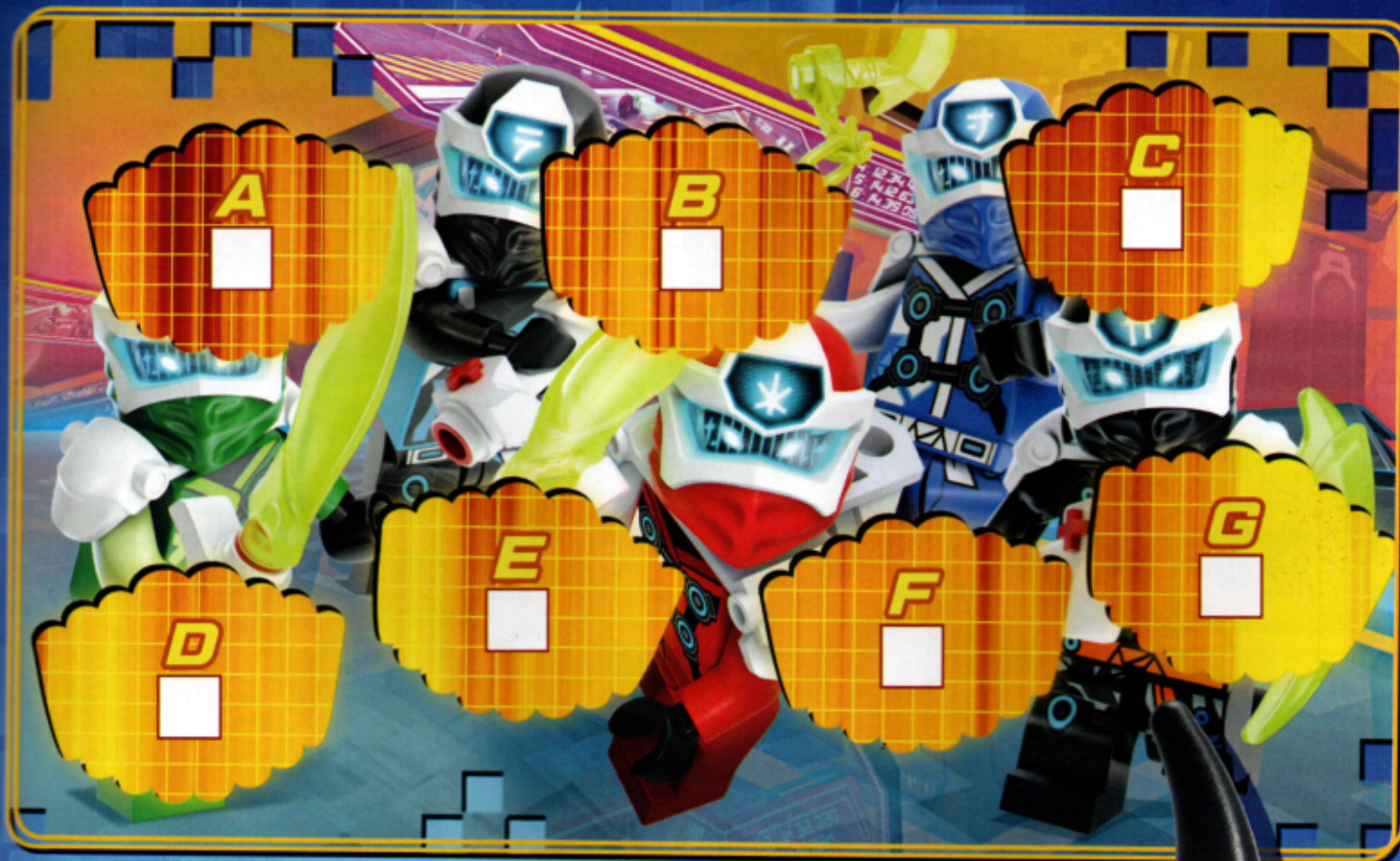




# ROWDY RODENT!

PUZZLE

Hausner was fed up with the ninja, so he bit out parts of this image file! Put it back together by **writing the numbers of the parts in the correct holes.**

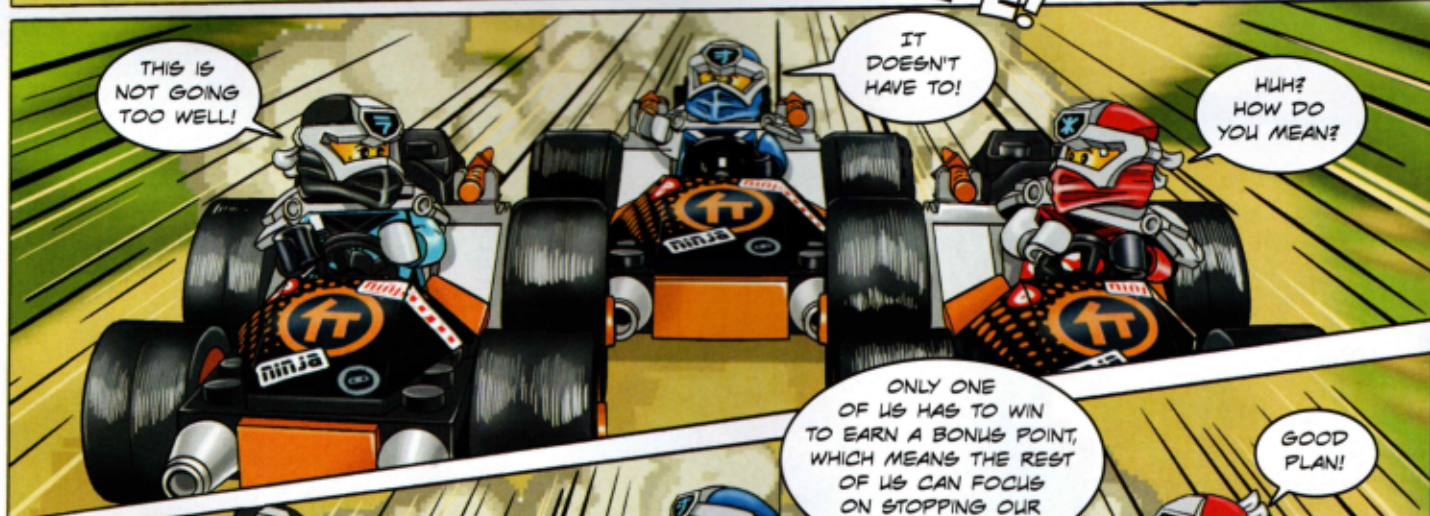
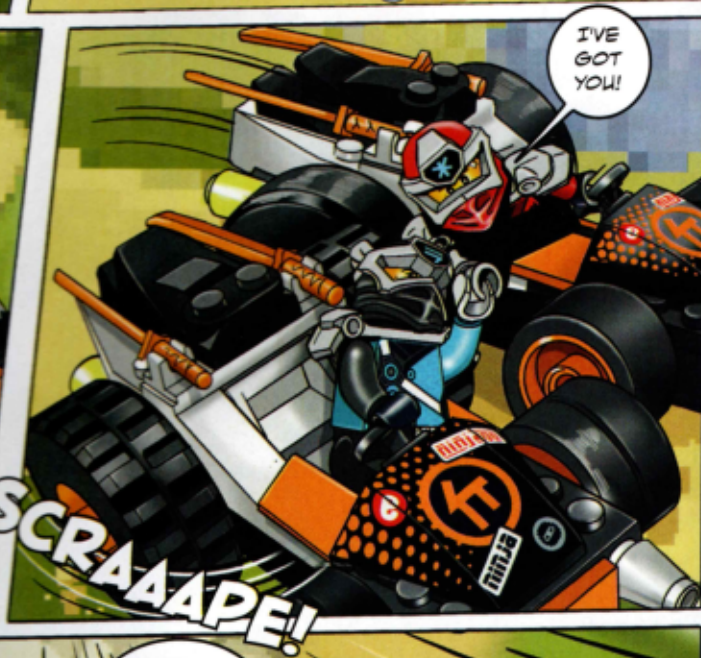
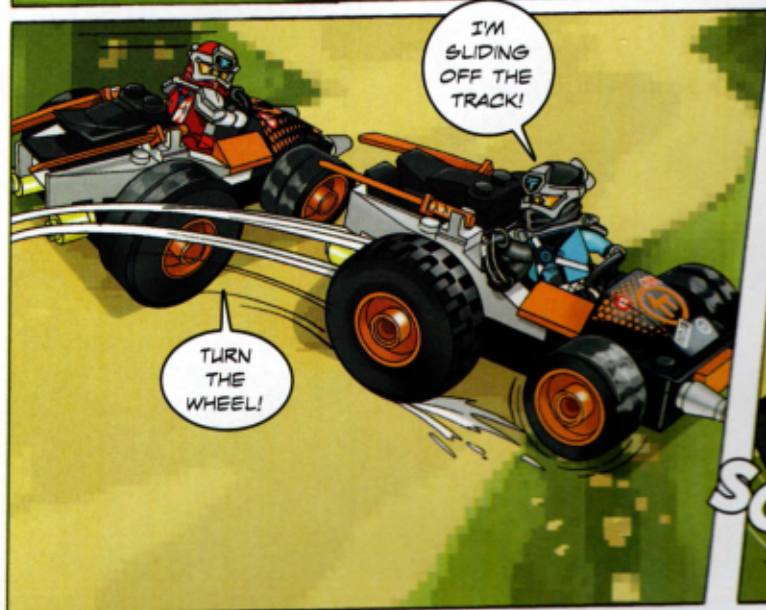
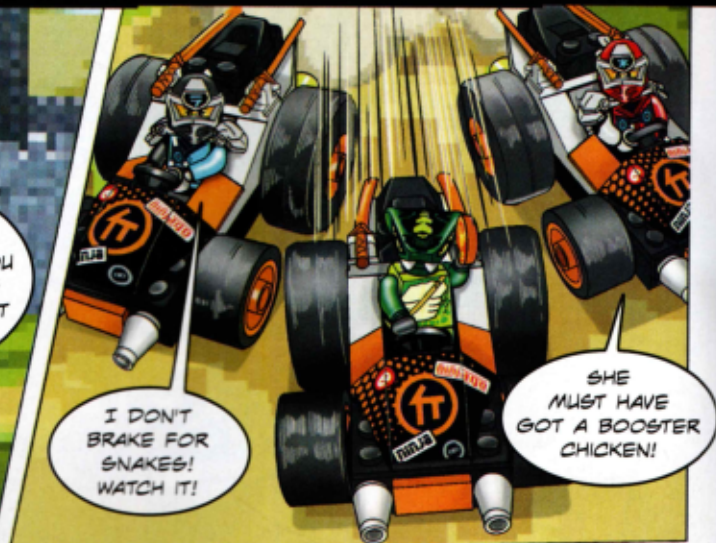
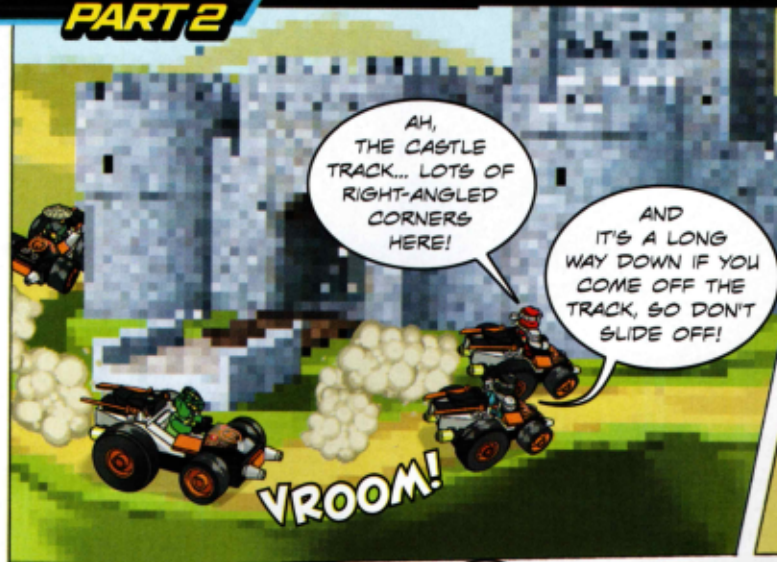


UGH!  
THE NINJA  
EVEN TASTE LIKE  
HEROES!

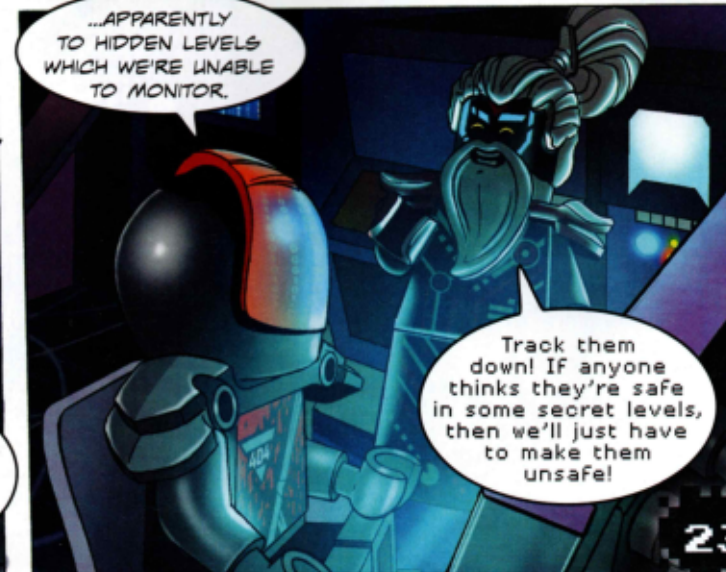
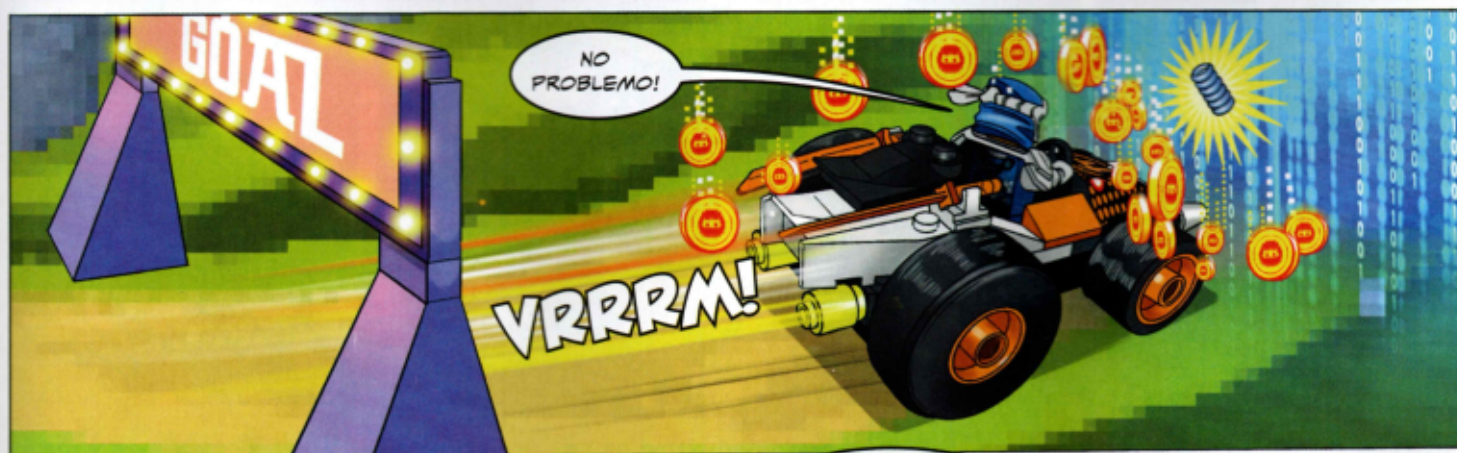
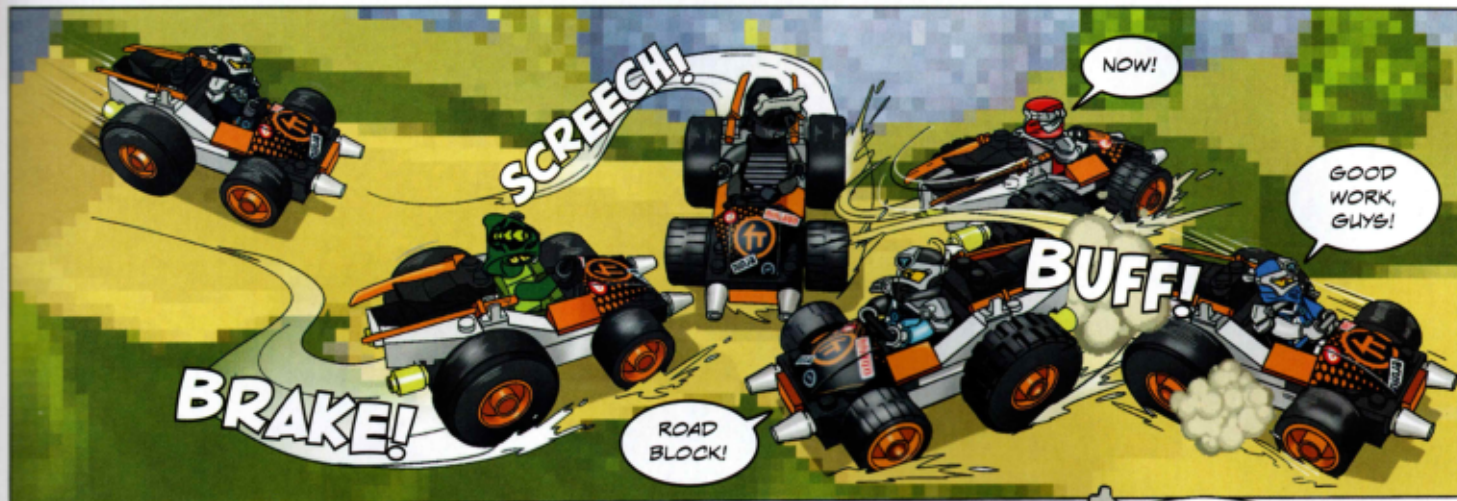


Answers on page 34.











MEANWHILE...

# BRAWL STARS TURBO!

CHOOSE YOUR OPPONENT!

OKAY,  
NEW  
GAME!

SO WHAT?  
I'M GOING FIRST.  
WHO SHOULD  
I CHOOSE?

TAKE A  
RED VISOR...  
THEY SEEM EASY  
ENOUGH.

WHICH  
WEAPON?  
WHY NOT  
"RANDOM"?

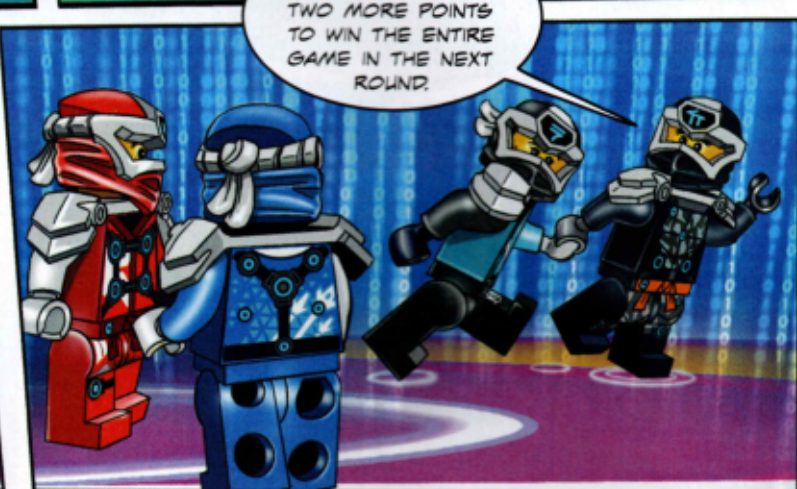
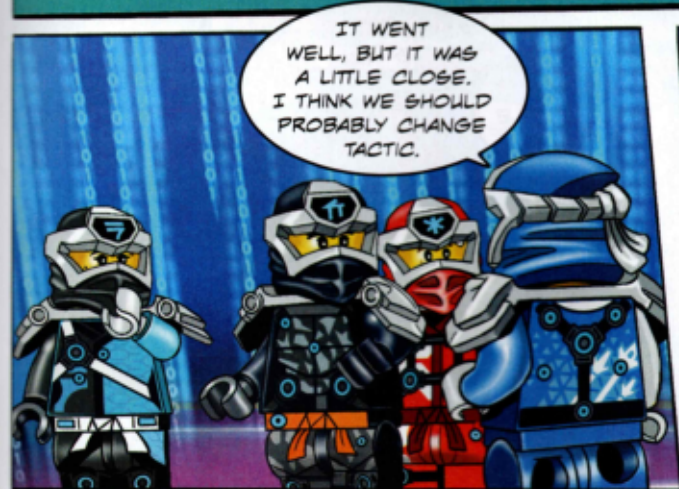
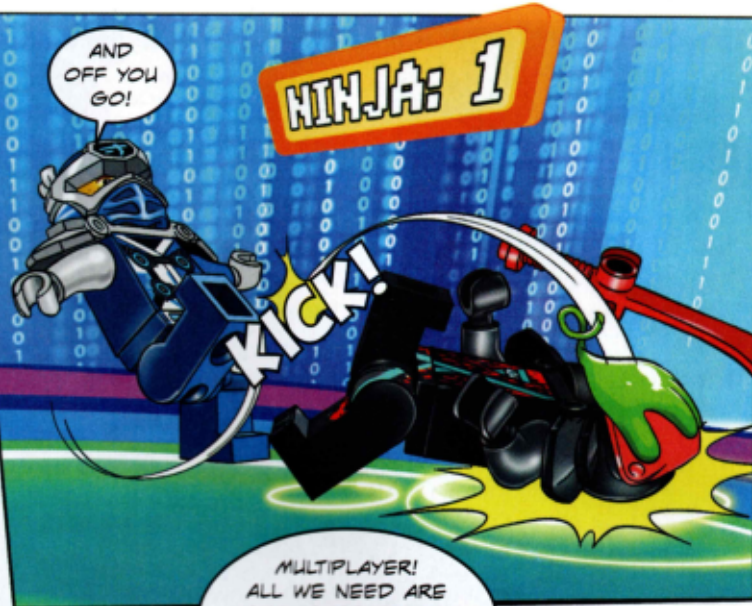
WEIRD.  
MOST OF THE  
OPPONENTS ARE  
RED VISORS.

## WEAPON SELECTION!

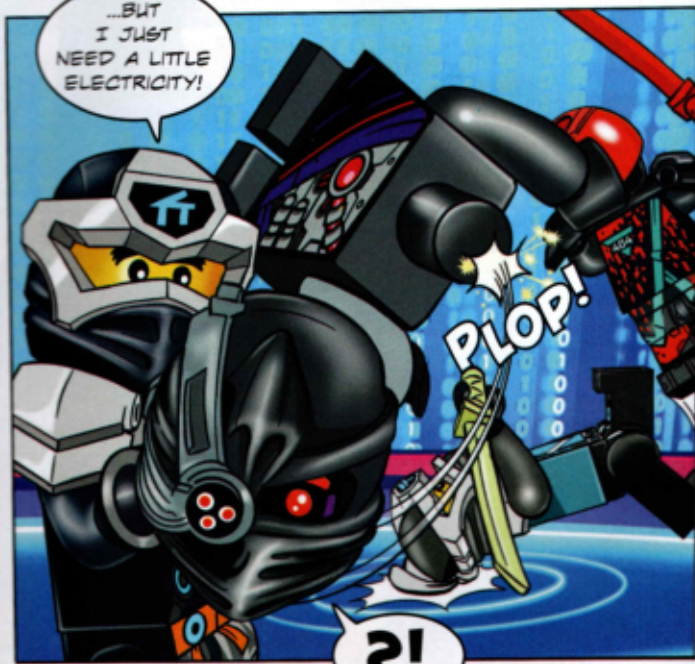
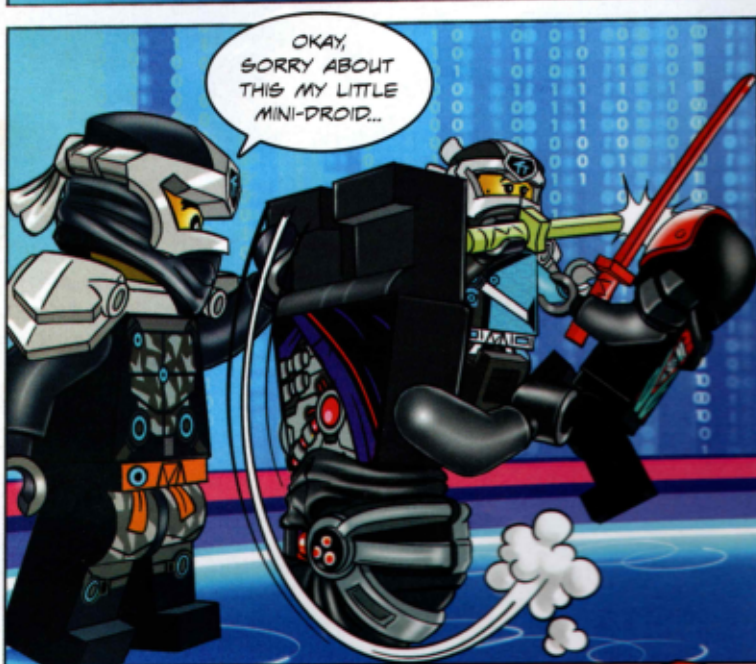
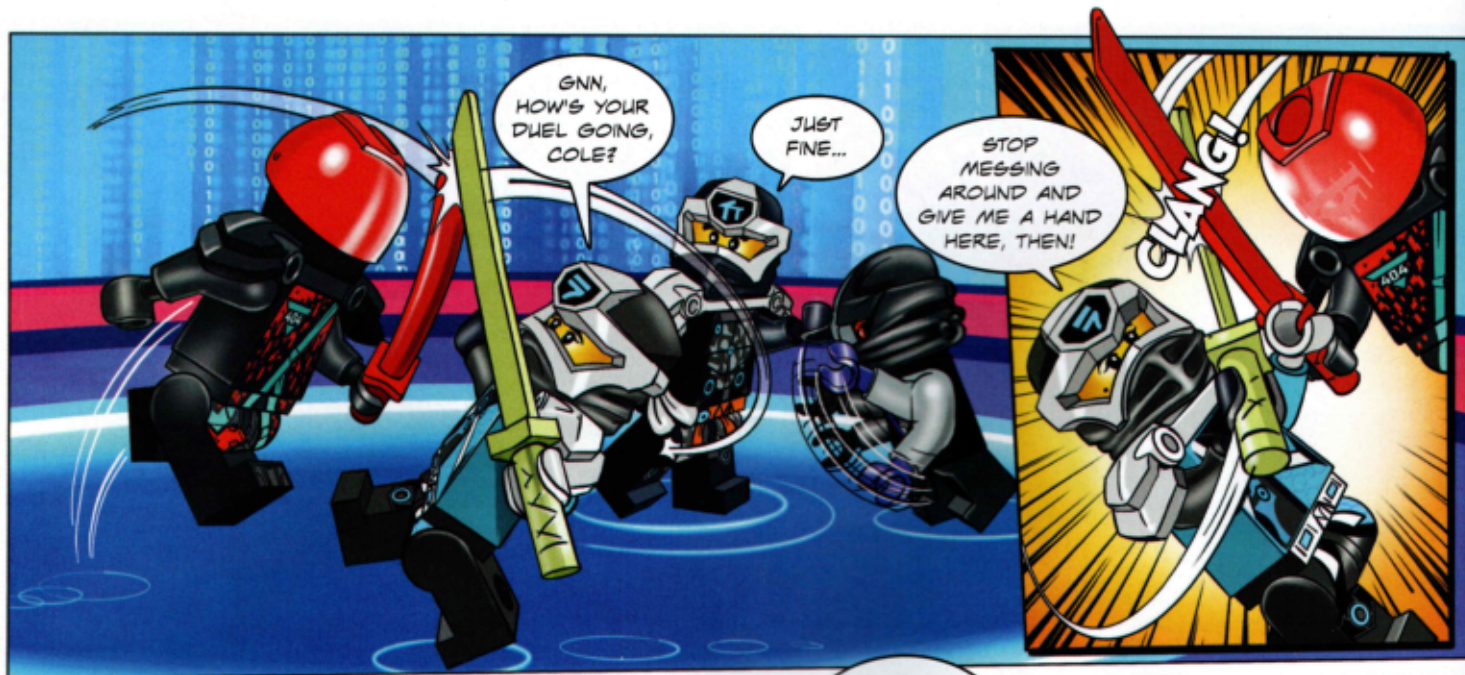
SELECTION COMPLETED.  
RED VISOR WITH:  
SCIMITAR BLADE  
JAY WALKER WITH:  
RANDOM WEAPON 2669













NINJA: 3

BZZ!

SORRY,  
BUT I'D CALL  
THAT A SHOCKING  
PERFORMANCE!

ANOTHER  
PART JUST  
DISAPPEARED!

AWESOME  
IDEA, SCOTT!  
WE CLAIMED ALL  
THE BONUS  
PARTS!

GOOD  
WORK,  
GUYS!

GET  
YOUR  
GARAGE READY,  
IT'S TIME TO  
TUNE THOSE  
RACERS!

Scan all of  
Terra Technica  
for it! I want to  
know who's mucking  
around in my  
game!

INSIDE SCOTT'S  
HIDDEN GARAGE...

LOOK  
WHO I'VE  
BROUGHT WITH ME!  
MAY I INTRODUCE:  
RACER SEVEN!

THAT  
COMPLETES  
OUR RACING  
TEAM!

NEXT STOP:  
THE SPEEDWAY  
FIVE-BILLION!

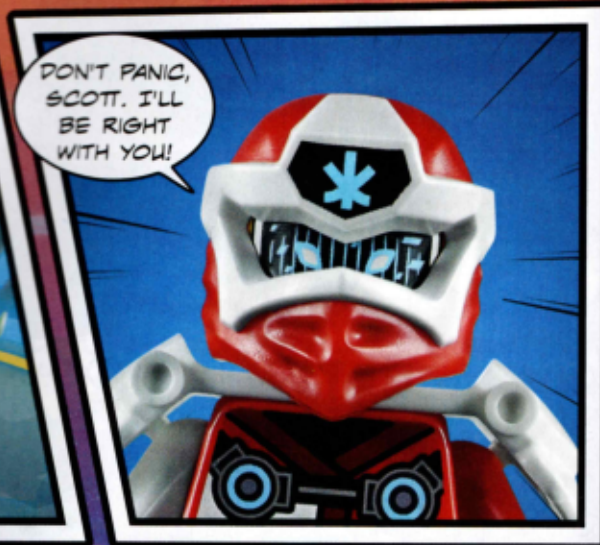
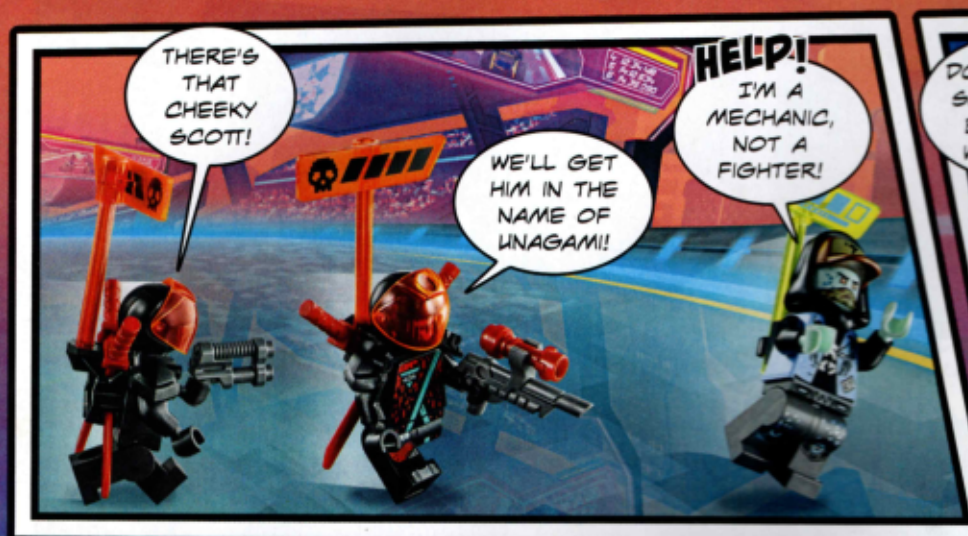
THE END

27



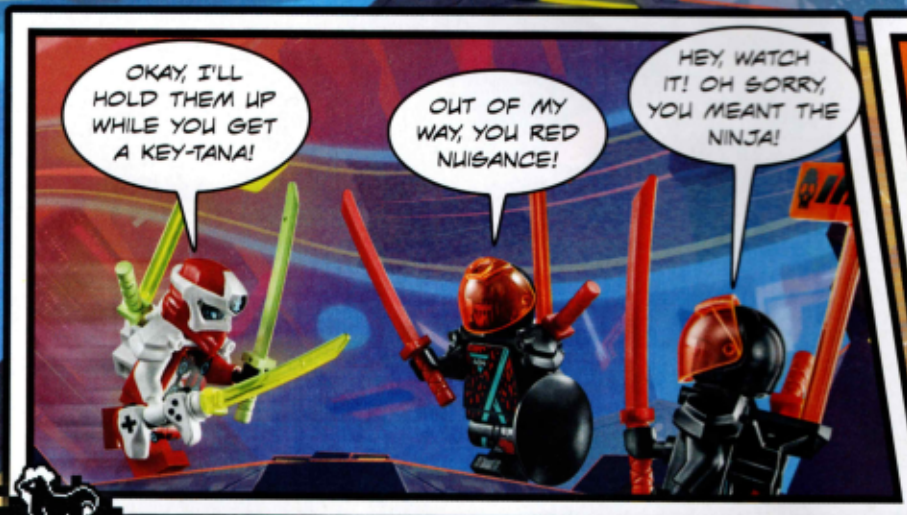
# TAKE OFF WITH THE NINJA SPEEDER!

Scott is in a jam – the Red Visors are hot on his digital heels! Fortunately, Fire Ninja Kai can slow them down. But in order to finally take off, the heroes need your help.

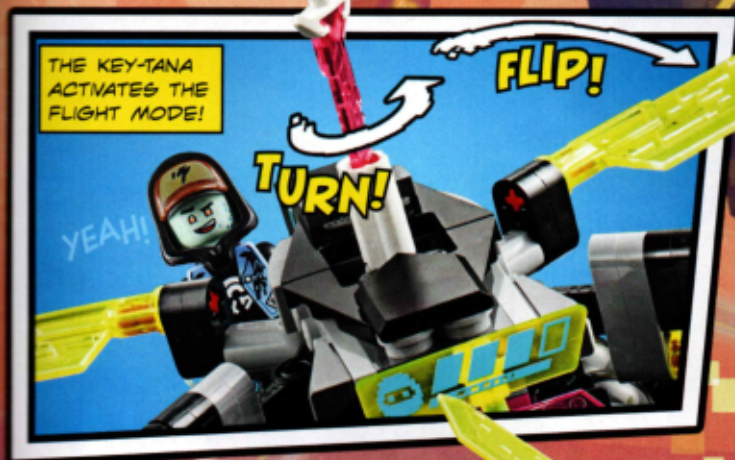


## KEY-TANA ART!

I NEED A KEY-TANA. DRAW ONE FOR ME SO I CAN ACTIVATE THE FLIGHT MODE!







UP, UP AND AWAY! SEE YOU LATER, YOU CREEPS!

THEY'RE GETTING AWAY. WHAT SHALL WE TELL UNAGAMI?

LET'S HIDE IN THE BONUS LEVEL!

THE RED VISORS ARE SEEING RED. HA HA HA!

## SET FACTS:

**SET NO.:** 71710

**LEGO® PIECES:** 419

**MINIFIGURES:** Kai, Scott, 2 Red Visors

**SIZE OF SPEEDER:** 33cm long, 11cm wide





# NINJA RACE!

Scott wants to get the ninja in shape for racing! You and your friends can become pro racers, too – grab some figures and a dice and be the first across the finish line!

NINJA GO

ROAR!



## RACE RULES!

1. Place the figures on the Start box.
2. Take turns to roll the dice.  
The youngest player starts.
3. Move forward by the number rolled. You can also use a Power Up\* (see right).
4. If you land on an action space, you must perform the action!
5. If a player comes to a ramp, they automatically jump over it.
6. The first player over the finish line after three laps wins.

\*Power Ups give you an advantage in games.

You need:

- 1 figure per player
- 1 dice



## ACTIONS!



**Cobra Boost**

*Race forward two spaces!*



**Fire Space**

*Your engine is too hot.  
Go back two spaces!*

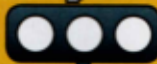


**Power Portal**

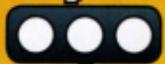
*Jump to the other portal with the same colour!*

## LAPS:

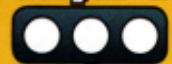
Player 1



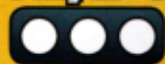
Player 2



Player 3



Player 4



START





ON YOUR  
MARKS, GET  
SET... STEP  
ON IT!

## POWER UPS\*!

Use the Power Ups smartly. You can  
use one per throw by ticking it off.



**Turbo Tank**  
Race forward  
five spaces!

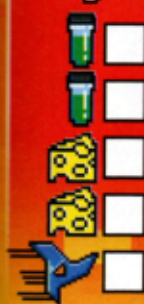


**Sticky Cheese**  
An opponent of your  
choice misses a turn!



**Winner Shuriken**  
The leading player must  
go back eight spaces!

**Player 1**



**Player 2**



**Player 3**



**Player 4**



Tip: Use a pencil if you want to play the game more than once.



# NINJA POST!

Send us your best drawings and pictures for the chance to win an awesome prize!



## WIN!

LEGOLAND  
DISCOVERY CENTRE  
MANCHESTER

If your letter or photo is printed on this page, you will win an amazing **ANNUAL PASS TO LEGOLAND® DISCOVERY CENTRE MANCHESTER!**

For LEGO® NINJAGO® fun and games, visit [LEGO.com/NINJAGO](http://LEGO.com/NINJAGO)

For more info, visit [manchester.legolanddiscoverycentre.co.uk](http://manchester.legolanddiscoverycentre.co.uk)

In exceptional circumstances, we may have to swap the gift for another of equal quality. See competition rules, below.



**CREATIVE KAIL**  
Kobi has sketched out this awesome redesign of Kail!



**ACTION SHOT!**  
This brilliant pic of Zane ready for battle was drawn by Tara!



**COLE CHAOS!**  
Mia drew this sweet picture of Cole complete with his swords!



**THIS MONTH'S COOL CREATOR!**  
Ninja legend Harry has built this epic vehicle so Lloyd can fly into battle!



**NINJA SQUAD!**  
Taybah drew this sick Ninjago logo featuring the whole Wu-Cru!



THE SPINJITZU IS STRONG WITH THESE AWESOME PICS!



## WANT TO BE IN THE MAGAZINE?

Send us your pics and letters to:

LEGO NINJAGO magazine,  
Vineyard House,  
44 Brook Green,  
London W6 7BT.



Keep sending in your letters, drawings and photographs! Always remember to include your name, age and address! Sorry, we won't be able to send these back to you.

Or email them to us at:

[LEGO.NINJAGO@immediate.co.uk](mailto:LEGO.NINJAGO@immediate.co.uk)

**COMPETITION RULES:** The promoter is Immediate Media Company London Limited, registered address 4th Floor, Vineyard House, 44 Brook Green, London W6 7BT. Please make sure that we have your entries by 11.59pm on 1 July 2020. 1. Entrants must be between 5 and 16 years old. You need permission from your parent/guardian before you can enter the competition. 2. You can enter if you live in England, Wales, Scotland, Northern Ireland or the Channel Islands, unless someone who lives in your house works for Immediate Media Company. 3. By entering the competition, you promise to us that you have read these rules and that you will follow them. 4. We can't include entries which arrive too late and we can't accept responsibility if your entry is lost. 5. The winners will be chosen at random from all the correct entries. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there's ever a reason why we can't give you exactly the same prize, we'll give you something just as good or better instead. 8. Winners will be contacted within 28 days of a competition closing date, either by post, telephone or email. Prize fulfillment will be within 28 days from the date we receive the winners' address details. However, where there are a number of prizes these may be sent to the winners without us contacting them first. 9. If we contact you to tell you that you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up or give it away in a future competition. Your details: We will use your name, address and any other details that you give us in a future competition. If you win, we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name in the magazine or on our website, but we won't provide them to anyone else without your permission. Immediate Media's privacy policy can be viewed here: [www.immediate.co.uk/privacy-policy](http://www.immediate.co.uk/privacy-policy).





# NINJAGO



**LEVEL UP  
THE ACTION**



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# NEXT ISSUE!

LOADING ADVENTURE... 97%



EPIC TOY!

# NYA

TIME TO SOAK SOME RATS!



With spear & katana!

Photo: Markus Mahle, www.markusmahle.com

More LEGO® action:



LEGO® Batman™  
No. 8



LEGO® Hidden Side™  
No. 8

Coming soon to your local shops!

## THE NEXT CHAPTER!



## GAME OVER!

Tick off a box for every point earned with puzzles!

NINJA RANK	MASTER	10	<input type="checkbox"/>
	LEADER	9	<input type="checkbox"/>
		8	<input type="checkbox"/>
	NINJA	7	<input type="checkbox"/>
		6	<input type="checkbox"/>
		5	<input type="checkbox"/>
	PUPIL	4	<input type="checkbox"/>
		3	<input type="checkbox"/>
		2	<input type="checkbox"/>
		1	<input type="checkbox"/>
	CANDIDATE		

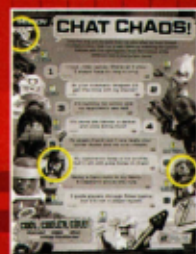
## Answers:

The pixel chickens:

- P. 4: Above "Master of Earth" box
- P. 6: Next to the Red Visor's leg
- P. 16: Above Hausner
- P. 28: Behind Scott's speech bubble in the last picture
- P. 32: Under Kai's scythe

Page 6:

Chat Chaos



- 1: Jay
- 2: Red Visor
- 3: Kai
- 4: Sushimi
- 5: Richie
- 6: Nya
- 7: Lloyd
- 8: Okino

Page 7 + 8:

Pixel panic



- Error: Yellow.
- Bonus Mission:
1. (blue): Six sushis.
  2. (green): Hausner, the rat.
  3. (red): Lloyd and Jay
  4. (orange)

Page 16:

Tricky rat race



Page 21:

Rowdy rodent

- A: 5
- B: 4
- C: 2
- D: 3
- E: 7
- F: 1
- G: 6

PRETTY DIFFICULT STUFF!

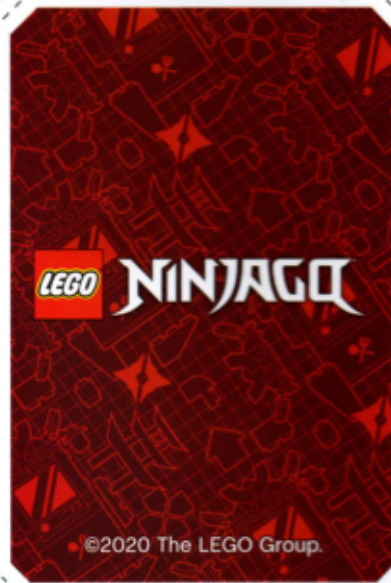




# NINJA PLAYING CARDS!

FOR 2 PLAYERS!

**The Rules:** Deal the cards out. The player with one less card begins. They must choose and call out a value (e.g. Speed: 90) from their top card. If the other player has a lower value in that category, they must hand over their card. The winner of that round puts both cards to the bottom of their pile, then calls out another value from the next top card. The player that wins each round calls out the next category and value. **Keep going until one player has won all the cards!**





# NINJA PLAYING CARDS!

PART 3

## KAI'S MECH



STRENGTH	93
SPEED	51
DEFENCE	68
SKILLS	41
WISDOM	05

## LLOYD'S RACER



STRENGTH	74
SPEED	81
DEFENCE	56
SKILLS	23
WISDOM	14

## KAI'S JET



STRENGTH	67
SPEED	89
DEFENCE	45
SKILLS	35
WISDOM	11

## EMPIRE DRAGON



STRENGTH	94
SPEED	79
DEFENCE	71
SKILLS	91
WISDOM	65

## MASTER WU



STRENGTH	71
SPEED	55
DEFENCE	67
SKILLS	91
WISDOM	99

## P.I.X.A.L.



STRENGTH	45
SPEED	71
DEFENCE	88
SKILLS	89
WISDOM	55

## HARUMI AVATAR



STRENGTH	84
SPEED	61
DEFENCE	85
SKILLS	41
WISDOM	21

## JAY'S JET



STRENGTH	76
SPEED	94
DEFENCE	45
SKILLS	55
WISDOM	11

## CYBER DRAGON



STRENGTH	95
SPEED	91
DEFENCE	69
SKILLS	77
WISDOM	21

THIS  
GAME IS  
ON FIRE!

THEN PUT IT  
OUT QUICKLY  
AND GIVE  
ME ALL THE  
**CAAARDS!**

Find the  
**instructions**  
for this  
mega action  
game on the  
reverse.